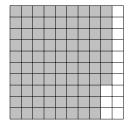
Number: calculator skills

(1) Use your calculator to work out 5.1×3.4 or $\frac{17.34}{5.1}$ or $17.34 \div 5.1$

Number: FDPR as NC (fraction, decimal, percentage, ratio)

(1) Part of this 100 square is shaded.

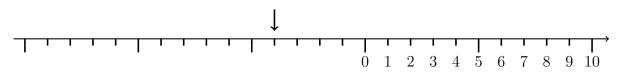


Write down the

- (i) fraction shaded
- (ii) percentage shaded %
- (2) Write 53% as a fraction or write $\frac{19}{100}$ as a percentage.

Number: negative numbers

(1) Write down the number shown on this number line



Number: percent NC

- (1) Work out 50% of £840 {ONLY even digits}
- (2) Work out 50% of £78 {includes odd digits}

Number: place value: integer

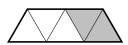
- (1) {Order a set of two digit numbers.}
- (2) Write down the value of the digit 2 {or 3 or 4} in the number 12 345
- (3) {Order a set of {two and} three digit numbers.}

Word Problem and Proportion: add NC

- $(1) \{ single \ digit + single \ digit \ word \ problem \}$
- $(2) {single digit + double digit (not teen), no carry, word problem} \\$
- $(3) \{ single \ digit + teen \ digit, \ no \ carry, \ word \ problem \}$
- (4) {single digit + double digit, no carry, word problem}
- (5) {single digit + teen/double digit, units carry, word problem}
- (6) {teen/double digit + teen/double digit, units carry, word problem}
- (7) {teen/double digit + teen/double digit, tens carry, word problem}
- (8) {teen/double digit + teen/double digit, tens and units carry, word problem}

Word Problem and Proportion: fraction of

(1) Write down the fraction of the shape that is shaded.



Word Problem and Proportion: how much enough NC

(1) {simple money word problem: pence + pence OR pounds + pounds}

Word Problem and Proportion: multiply NC

(1) {word problem 2, 9 or $10 \times U$ }

Word Problem and Proportion: subtract NC

- (1) $\{$ word problem U U $\}$
- (2) {word problem TU U or TU TU, NO carry}
- (3) {word problem TU teen, NO carry}

Algebra: sequence: arithmetic

- (1) Here is a number sequence 4 8 12 16 20 24 28
 - (i) All the numbers in the sequence are of {either multiples or 4 to fill in}
 - (ii) Write down the next term in the sequence

Algebra: simplify +/-

(1) Simplify p + p + p + p

Geometry and Measure: accurate diagram: interpret

(1) Measure the length of the line PQ.

 \overline{P} Q {e.g. 5.6 cm}

(2) Measure the length of PQ {Line not horizontal, other lines in diagram}

Geometry and Measure: area

Found with perimeter for comparison purposes

Geometry and Measure: change units {some are word problems}

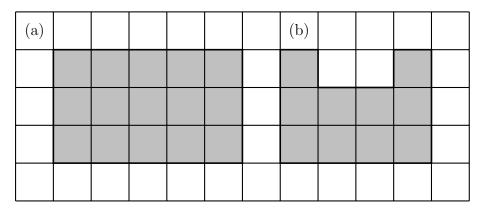
(1) Change 8.2 cm into mm.

Geometry and Measure: coordinates

- (1) {Plot coordinate in first quadrant}
- (2) {Write down coordinate of point found in the first quadrant}

Geometry and Measure: area and perimeter

NB the different order of difficulty



Geometry and Measure: area

(1) Find the area of the shaded rectangle (a) {or shape (b)}

Geometry and Measure: perimeter

(1) Find the perimeter of the shaded rectangle. {see diagram (a)}

Geometry and Measure: shape names and properties

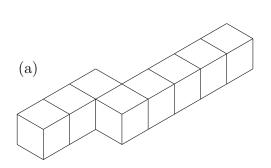
- (1) Write down the mathematical names of given polygon. {pent/ hex/ oct/ dec/ -agon} How many sides has a pentagon? {or hex/ oct/ dec/ -agon}
- (2) Write down the mathematical names of given solid.
 {triangular/pentagonal/hexagonal prism, cone, cube, cuboid, cylinder, sphere}
 {triangle/square/pentagon/hexagon based pyramid}

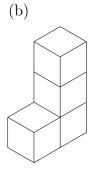
Geometry and Measure: transform: shape

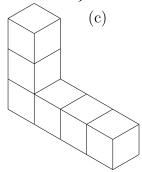
(1) Reflect the shaded shape in the mirror line. {mirror line touches shape}

Geometry and Measure: volume

(1) Find the volume of the solid shape. {made from centimetre cubes}







Probability and Statistics: discrete data graphs

- (1) Write down the number of ... {frequency required on on frequency axis, is labelled} Write down the number of ... {whole number of pictures in pictogram}
- (2) Complete the bar chart {frequency required on on frequency axis, is labelled}
 Complete the pictogram{whole number of pictures in pictogram}
- (3) Complete the tally {or frequency} chart complete a bar chart, {both axis already labelled} or complete a pictogram, {table and key given}